

## Harry Pantazis

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### Profile Summary

Self-directed and motivated Software Engineer who works effectively in a dynamic environment. With a background of Open Source development and competitive programming my interests expand in every aspect of Computer Science, including but not limited to: security, systems programming, web development, system administration, algorithms and theoretical aspects of computer science. My best asset is blitzkrieg learning.

### Education

**University of the Peloponnese**  
Computer Science

Now

**TEI of Athens**  
Computer Science Dept.

2016-2017

**NCSR Democritos**  
Robotics Camp

2015

### Skills

- |                                                |                             |
|------------------------------------------------|-----------------------------|
| <b>Fluent in:</b>                              | Analytical Problem Solving  |
| • C/C++, Java, bash, Python                    | Database Administration     |
| <b>Skilled with:</b>                           | Web Development             |
| • Scheme(LISP), HTML5/CSS3, VimScript          | Agile/Scrum Methodologies   |
| <b>Preferred Tools:</b>                        | Linux System Administration |
| • MySQL, Eclipse, Kawa, Vim, Spyder3, netdata, | Penetration Testing         |
| Debian derived systems, Docker                 | Shell Scripting             |

### Work Experience

- **Nokia Networks Hellas – Internship** 03/2017 - 05/2017
  - Wrote maintainable and extensible code in a team environment.
  - Worked closely with other team members to plan, design and develop robust solutions in a timely manner.
- **Google, GNU Organisation, GSoC** 05/2017 - 07/2017
  - Worked primarily on Eclipse Plugin Development, using Java and Scheme as my tools for the Kawa Scheme Project which was under GNU's umbrella on Google Summer of Code .
  - Implemented designs, including experimentation and multiple iterations, like the prototyping of an Language Server Protocol solution for Kawa's IDE problems.
  - Modified the SchemeScript open source project to correct errors, upgrade interfaces and improve performance.
  - A day to day calendar (built within 1 hour) for a more detailed description: <https://luserx0.github.io/>

**Recommendations Upon Request**